Bracer -Guild- Handbook

TEEN
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CONTENT RATED BY ESRB

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XSEED GAMES

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

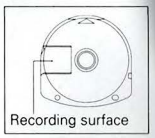
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

The Legend of Heroes

Trails in the Sky

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover (PSP-1001) or pull open the disc cover manually (PSP-2001, PSP-3001).

Insert the ***Legend of Heroes: Trails in the Sky*** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is in use.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ (hereafter "Memory Stick") into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the same Memory Stick or any Memory Stick containing previously saved games.

A Memory Stick Duo™ or Memory Stick PRO Duo™ storage medium is used to save progress during gameplay. Please ensure that a valid storage medium is set in the PSP® (PlayStation® Portable) system's Memory Stick Duo™ slot before gameplay commences. In order to save your progress, there must be at least 500 KB of free space available on this storage medium. Also, to ensure that no damage occurs to the medium or any files located thereupon, it is recommended that this medium NOT be removed from the system during gameplay sessions.

Basic Controls

Directional buttons/Analog stick:
- Move your party or highlight a menu option
- During movement, you may press and hold the ✕ button to walk more slowly.

L button/R button
- Rotate the camera

✕ button
- Select a menu option, speak with a character or examine an object

○ button
- Cancel or close

△ button + Directional button:
- +Left: Open Bracer Notebook
- +Up: Open Recipe Book
- +Right: Open Monster Guide
- +Down: Open map of Liberl Kingdom
- During battle, activate S-Break for the character corresponding with the directional button pressed

□ button
- Hold to display map labels for guidance / Hold during battle to display party and enemy status

START button
- Open camp menu / Skip movie scene

SELECT button
- Enlarge or shrink the mini-map / Press during battle to enable or disable battle voices

Erebonian Empire

An enormous empire stretching out from Liberl's northern border. Proudly bears the emblem of the "golden stallion." Renowned for its military might, the Erebonian Empire attempted an invasion of Liberl Kingdom ten years ago—though ultimately, their efforts were unsuccessful.

Republic of Calvard

A relatively new democratic nation east of Liberl. Sports a wide variety of cultures due to its ready acceptance of eastern immigrants. Engages in skirmishes with the Erebonian Empire at every opportunity over complete hegemony of the continent's western lands.

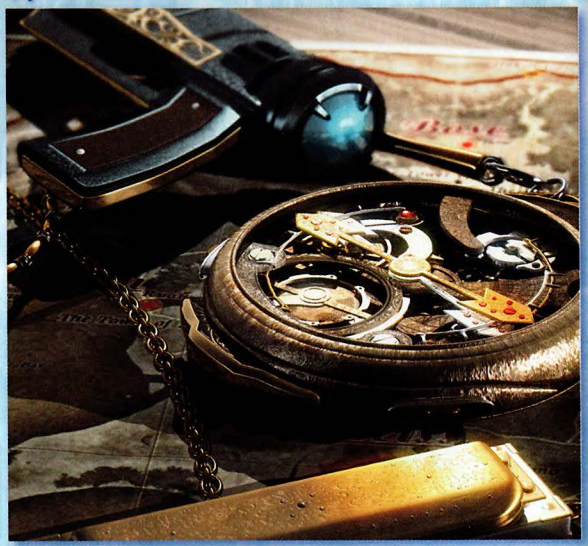
Liberl Kingdom

The setting for this particular story. A land of plenty, colored with all the hues of nature and peppered with its own set of unique traditions and values. Although outmatched by all its surrounding countries, Liberl manages to hold its own through abundant septium resources, top-notch engineering and processing, and clever diplomacy. Ten years ago, Liberl was the target of a large-scale invasion by the Erebonian Empire, but peace has now returned under the auspices of the much-beloved Queen Alicia II.

Grancel – The Royal Capital

Liberl's capital city, and the center of Liberlian culture and politics. Proud home of such tourist attractions as Grancel Castle (seat of Her Majesty the Queen), Grancel Cathedral (main hub for the Septian Church), the Grand Arena, embassies for numerous countries and many, many other world-famous locales. Every year, a Martial Arts Competition is held during the Queen's Birthday Celebration, attracting spectators from far and wide.

The region where Grancel is situated, known as "Ahnenburg," is protected on all sides by thick ramparts—perhaps its saving grace, having spared it from destruction during the Hundred Days War ten years ago. To the east of Grancel, too, one may find the Liberlian royal family's highly renowned "Erbe Royal Villa," which typically serves as an upscale resort destination for the general public.



A Little Background

Life, in the time of this tale, is supported on the back of a crafting technology known as "orbment." Fifty years ago, during what's come to be known as the "Orbal Revolution," the discovery of orbment led to a period of rapid human advancement, birthing technologies of all shapes and sizes – not the least of which was the airliner, or "orbalship" industry. Although the positive impact of this revolution is obvious, every coin has a flipside; and for every beneficial device developed with these new materials, so too were advanced weapons and other implements of war. Thus, the land became mired with turmoil and trepidation, and remains in such a state even now.

Hundred Days War

A fierce invasion of Liberl by the Erebonian Empire, which took place a mere ten years ago. Reacting to senseless atrocities wrought in a southern Imperial village (of unknown cause, but of course the royal capital was blamed), Erebonia mobilized an army and used its massive numbers to penetrate Haken Gate into Liberl, where only Grancel was spared from occupation.

Two months later, the Royal Army began utilizing their orbalship technology to employ blitzkrieg tactics against the invading force. Impenetrable borders were established around and through the ranks of Imperial troops, sectioning them off into smaller, less threatening units. With no ability to regroup or resupply, the Imperials ultimately fell to the Royal Army. Following this, the Septian Church and Bracer Guild jointly intermediated a peace treaty between the two countries, putting an end to the violence after roughly one hundred days of intense combat.

Bracer Guild

Home base for the bracers, with one branch located in each part of the continent. Bracers act as police and intermediaries alike, holding above all else the peace and safety of the lands under their jurisdiction. Whenever a citizen is in need of assistance, he or she may place a request at the local Bracer Guild – and be it monster extermination, crime prevention or any other task, the bracers will do whatever they can to resolve the issue. Bracers sometimes even address international incidents, and were instrumental in negotiating peace between Liberl and Erebonia ten years ago.

Orbal Revolution

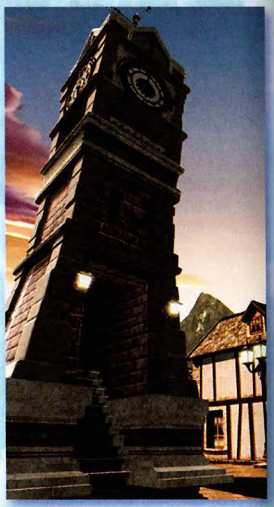
A technological revolution brought about by the now world-famous orbal scholar, Professor Epstein. This expert in ancient mechanical artifacts finally identified their properties and enabled the harnessing of their powers in a mass-production setting through the development of general-purpose "orbment." Epstein's protégé, Professor Russell, then spread knowledge of orbment crafting techniques amongst Liberl's many clockmakers, making Liberl the world's top authority on everything orbal.

Orbment

Mechanized units powered by ancient and mysterious "orbal" energy. Their internal workings consist of circuits built from septium, and the designs of these circuits allow for various phenomena to be actualized or enacted. In the fifty short years since its development, orbment has been employed in lighting, heating, communications, weaponry, airliner technology and even "supernatural" affectations that would previously have been tantamount to witchcraft.

Rolent

A provincial city in Liberl's northeast that chiefly specializes in agriculture and septium mining. The Malga Mine to its north is rich in a specific variety of septium known as "esmelas." Its most recognizable structure is its central clock tower, which was destroyed during the war with Erebonia ten years ago, but dutifully rebuilt by concerned Rolent citizens shortly thereafter. Estelle Bright and her family live in a small house at the southwestern-most point of this city.

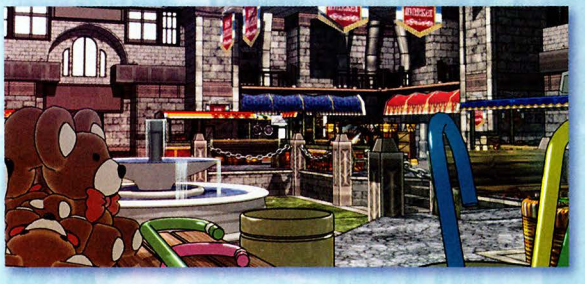


Ruan

A harbor city in the west of Liberl, looking out upon Azelia Bay. Was formerly a major seaport, flourishing under ocean trade and transportation – but with the advent of orbalships, its profits and prominence alike have been dwindling more and more with each passing day. To combat this, the city's economy has begun focusing on tourism, taking advantage of its beautiful white-walled houses along the coast to attract sightseers. In addition, its "Langland Bridge" is now operating on a daily basis (with or without practical cause) in an attempt to make this drawbridge over the Roubine River a world-famous icon of the city.

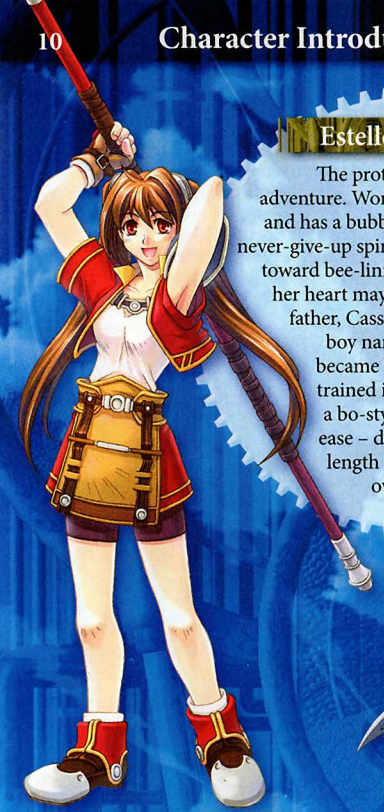
Bose

The second-largest city in Liberl, and easily the most active. Specializes in trade, even regularly negotiating shipments with the Erebonian Empire. Renowned for amassing both goods and expatriates by means of the Haken Gate in the north, Bose is a veritable melting pot of commerce and community. At its center lies the massive Bose Market – a sprawling indoor flea market where groceries, clothes, books, general goods and anything else you can imagine can be found for sale in extensive quantities.



Zeiss

The heart of Liberl's orbment industry. Towering high above the city streets is a massive orbal factory where everything from lighting fixtures to airships is mass-produced. Its workers are known to be the continent's top-level orbment craftsmen, which has sparked a lot of international interest (both of the positive and negative varieties). In addition, because the city depends so heavily on industry, the head of this Central Factory also serves the duties of mayor.



Estelle Bright (16)

The protagonist of this adventure. Works as a bracer trainee and has a bubbly personality with a never-give-up spirit and a general tendency toward bee-lining straight for whatever her heart may desire. Five years ago her father, Cassius, brought home a young boy named Joshua who quickly became like a brother to her. Well-trained in martial arts, she wields a bo-style staff with incredible ease – despite the fact that its length is greater than her own height.

Joshua Bright (16)

A young man adopted into the Bright family five years ago. His jet-black hair and amber-colored eyes give him a cool, somewhat distant appearance. Has a very calm, rational disposition, which means he's typically left running after his much flightier, more spontaneous sister. Also works as a bracer trainee, and specializes in wielding two blades at once.

Olivier Lenheim (25)

A traveling musician from the northern superpower of Erebonia. Proficient in every instrument from piano to lute—and he loves to flaunt that fact. Few are more narcissistic than he, and his abundance of self-confidence often mixes with his tendency toward absurdly inappropriate speech and behavior for an unfortunate cocktail of mischief and mayhem.

Scherazard Harvey (23)

A powerful bracer known to her peers by the nickname, "The Silver Streak." Trained under Cassius, and is thus thought of as something of a big sister by Estelle and Joshua. Only problem is, despite being a very kind and caring woman at heart, she's also a VERY heavy drinker—bringing with it a whole host of bad habits that tend to get her in trouble.

Agate Crosner (24)

A no-nonsense, in-your-face bracer known to his peers (for obvious reasons) as the "Heavy Blade." Swings around a disproportionately huge sword with ease, intimidating onlookers with his plainly obvious might. Always has a sour expression on his face, and regards novice bracers like Estelle and Joshua with a cold, superior and somewhat disciplinary attitude.

Tita Russell (12)

Professor Russell's daughter, and a real orbal prodigy. Has a bright, innocent personality that ensures she's well-regarded by just about everyone she meets. It's not all good, though: When she sets her mind on something, she becomes as obstinate as can be. In addition, if you put her in front of any sort of machinery, she'll completely tune out the world around her.

Kloe Rinz (16)

A student at the Jenis Royal Academy in Ruan. On her days off, she helps out at the local orphanage, and is regarded by the children there as a reliable, gentle and kind young woman. Has a pet falcon named Sieg who always remains by her side.

Zane Vathek (30)

A burly martial-artist from the Calvard Republic in the east. Although he works as a bracer, his real reason for coming to Liberl is to participate in the annual Martial Arts Competition held in the royal capital. Has a very clean-cut and approachable appearance, and a kindly, big brother-esque demeanor. He's also rather fond of comely lasses.

Cassius Bright (45)

Estelle's father. A middle-aged man sporting tight muscles and a dandy mustache. Has worked as a bracer for many a moon, and now serves as mentor to Estelle, Joshua and even Scherazard.

Colonel Alan Richard (34)

Commander of the Royal Army's Intelligence Division. Possesses well-steeled combat ability and is quite popular amongst the commoners as a young ray of hope for Liberl's army.

Captain Kanone Amalthea (27)

An officer in the Royal Army's Intelligence Division, serving under Colonel Richard. Seems to be a very loyal follower of his.

Nial Burns (25)

A skilled reporter for the Liberl News. Perpetually stuck with a 5 o'clock shadow, and smokes like a chimney. Constantly explores every nook and cranny of Liberl by airliner in search of the perfect scoop. When teamed up with Dorothy, he's always on top of his game—though often a bit out of sorts, as well.

Dorothy Hyatt (20)

A photographer for the Liberl News, and a total airhead. Lives life at her own pace and seems to enjoy every minute of it. Her skill with the camera, though, is absolutely exceptional.

Professor Russell (68)

Tita's grandfather, and an orbal scholar living in the factory city of Zeiss. A personal protégé of Professor Epstein's, the man who originally developed orbment technology. Directly responsible for the advent of orbment processing and crafting. Becomes so enthralled during the creative process that he blanks out the world around him (much like his granddaughter!).

Title Screen

Place the UMD® into your PSP® system and switch the power on. After the game loads, the title screen will be displayed.

PLEASE NOTE that the background image displayed on the title screen is selected at random, and thus may differ from the one pictured here.

START
Begin the game. After the introductory scenes play through, normal gameplay will commence.

LOAD
Load and resume a previously-saved gameplay session from the available storage medium.

Upon selecting this option, a list of previously-saved Game Data files will be displayed. Use the up button or down button to scroll through this list, and press the ⊗ button to select the desired file.

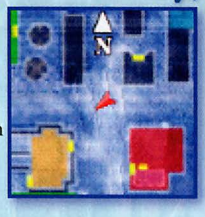
• For further details, please see the "Files" section on page 27.

Game Screen

In-Game Display

During normal gameplay, your game screen should look very similar to the one pictured below. You'll be guiding your characters through many screens just like this as the adventure commences.

Map Display



Mini-Map
Displays your immediate surroundings. The red arrow represents your current party, and the direction it points is the relative direction your party is facing. Yellow-shaded sections represent entrances/exits that connect with other maps. In addition, buildings are color-coded based on their functions within the game world.

PLEASE NOTE that there do exist predetermined locations (inside buildings or dungeons, for example) where the mini-map will NOT display.

Expanding the Mini-Map
Pressing the SELECT button will expand the mini-map to fill the screen for more detailed viewing. While in this mode, you may use the directional buttons to scroll the map as needed, or the ⊗ button to zoom in for a closer look. Pressing the ⊗ button again will zoom out, and pressing the ○ button or SELECT button again will exit back to the main game screen.

Liberl Kingdom Map
Pressing the △ button and the down button together will bring up a map of Liberl Kingdom. While this map is displayed, you may use the directional buttons to scroll as needed, or the ⊗ button to zoom in for a closer look. While zoomed in, you may press and hold the ▣ button to display the names of major roadways. When finished, you may press ⊗ again to zoom out, and/or the ○ button or △ button again to exit back to the main game screen.

PLEASE NOTE that roadway names are sometimes only visible on the ▣ button display after townsfolk specifically refer you to those locations, or after you've visited them personally.

Talking

When your lead character draws near another friendly character, the word "TALK" will appear above both characters' heads. Whenever you see this, you may press the ⊗ button to converse with that character. During conversation, you may press the ⊗ button again to advance to the next dialogue box, and/or the ○ button to hurry along the text display.

Interacting

When approaching an object of interest, an exclamation point "!" mark will appear above your lead character's head, as well as above the object in question. Whenever you see this, you may press the ⊗ button to examine, open, activate or otherwise interact with that object.

Saving/Loading

You may save your current gameplay session or load a previously-saved gameplay session by accessing the "Files" tab in the game's Camp Menu. For further details, please see page 27.

From this menu, you may view detailed character statuses, examine or change character equipment, manipulate orbments (setting quartz, utilizing healing arts, etc.), use items, alter the game's configuration options and/or save or load gameplay session data.

Status

This tab displays a selected character's current status.

Character Select
You may select the character whose status you wish to view from this list.

Money On Hand and Playtime
Displays the total amount of "mira" (the game world's currency) possessed by your party, as well as the total amount of time you've spent playing the game thus far.

Detailed Character Information
Pressing the left button or right button will switch between the regular status display and the craft display for that character.

Name: Character's name
Status:
Level: Current EXP level
HP: "Health points" – 0 = death
EP: "Energy points" – needed for using arts (magic)
CP: "Craft points" – needed for using crafts (special techniques)
EXP: Current experience points
NEXT: Amount of EXP needed to reach the next Level

Crafts: Known crafts
S-Crafts: Known S-Crafts

Parameter:

STR: Strength: Determines damage amount inflicted upon enemies when attacking
DEF: Defense: Determines damage amount mitigated from enemy assaults
ATS: Art Strength: Determines damage amount inflicted upon enemies when using arts
ADF: Art Defense: Determines damage amount mitigated from enemy arts
SPD: Speed: Determines duration between actions during combat
DEX: Dexterity: Determines combat accuracy
AGL: Agility: Determines ability to dodge enemy attacks
MOV: Movement: Determines movement limit per turn during combat
RNG: Range: Determines attack range during combat

Equip

This tab allows you to view and/or change your characters' current armaments.

Character Select
You may select the character whose armaments you wish to evaluate from this list.

Equips (Current Equipment)
Displays the selected character's current armaments, including a weapon, a piece of armor, footwear and two accessories.

Equippable Items
Displays a list of items the selected character is able to equip in the selected armament slot.

Status
When selecting a new armament from the list of equippable items, this display will indicate any changes to the character's status that will occur if the highlighted armament is equipped.
- Green = improvement, Red = detriment.

Item Description
Displays a detailed textual description of the highlighted item.

Changing Equipment

1. Select the character whose equipment you wish to change. A list of equippable items will display on the right side of the screen.
2. Select the type of equipment you wish to change. The list of equippable items will adjust itself accordingly.
3. Choose the item you wish to equip.

PLEASE NOTE that while navigating these equipment menus, you may use the left button or right button to switch character displays on the fly.

Orbment

This tab allows you to view the individual orbments used by each of your characters. You may also view or change the quartz set into these orbments, confirm which orbal arts each character has available and/or make use of certain healing arts. Note, however, that in order to use healing arts, you must have a sufficient amount of EP (energy points) available.

Points
Displays the total number of elemental attribute points that have been set on each line. See "Lines" below and "Elemental Attributes" on page 22 for more information.

Slots
Displays which quartz are set into the various slots of this orbment.

Character Select
You may select the character whose orbment you wish to view from this list.

Orbal Arts
Displays a list of all magic (arts) currently usable by the selected character.

Quartz/Art Description
Displays a detailed textual description of the highlighted quartz or art.

Orbment
Visually displays the slot and line structure of the selected character's orbment.

Lines
Lines that bind together each of the slots on this orbment.

Slots
Holes cut into the orbment, designed for the insertion of quartz. Closed slots may be opened at an orbal factory.

Status
When selecting a new quartz from the list, this display will indicate any changes to the character's status that will occur if the highlighted quartz is equipped.
- Green = improvement,
  Red = detriment.

Quartz List

Changing Quartz

1. Select the character whose quartz you wish to change. The orbment information for that character will display on the right side of the screen.
2. Select a slot. The quartz list and status display will update themselves accordingly.
3. Choose the quartz you wish to set.

PLEASE NOTE that some slots will ONLY accept quartz of one specific elemental attribute, as indicated by the colors along their edges:

Elemental Attributes

Yellow: Earth	Blue: Water	Red: Fire	Green: Wind
Black: Time	Gold: Space	Silver: Mirage	
White: None (all attributes OK)			

Using Orbal Arts

1. Select the character whose arts you wish to use. The orbment information for that character will display on the right side of the screen.
2. Select the desired healing art. The cursor will then move to the character select column on the left side of the screen.
3. Choose the character upon which to use this art.

PLEASE NOTE that while navigating the orbment menu, you may use the left button or right button to switch character displays on the fly.

Items

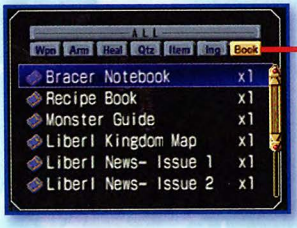
This tab allows you to view and/or use any of the items your party currently has on hand.

Character Select
You may select the character from this list upon whom you wish to use an item.

Sepith
Amount of each type of sepith crystal currently on hand (max 9999).

Item List
A list of items your party currently has on hand.

Item Description
A detailed textual description of the currently highlighted item.



Display Tabs
As gameplay progresses, you'll find yourself in possession of a very large number of items. While browsing the item list, the left button or right button can be used to cycle through these tabs, which allow you to pick and choose a specific type of item to list. This helps speed up the browsing process, ensuring you'll be able to find the item you're looking for more quickly and easily.

Item name

Item icon
(indicates type of item)

Number of this item owned
(max 99)

Using Items

1. Select the item you wish to use.
2. If the item is readable (as in a book or a newspaper), its contents will be displayed for you to read. If the item is intended for healing or is otherwise consumable, select "Use" to continue. If the item is designed for use on the entire party, a confirmation message will be displayed, asking if you're certain you wish to use the item. If it's an item designed for use on a single character, the cursor will move to the character select column on the left side of the screen.
3. Choose the character upon whom to use this item (when applicable).

Discarding Items

1. Select the item you wish to discard.
2. Select "Discard" from the options presented to you.
3. A confirmation message will be displayed, asking if you're certain you wish to discard the item. Answer yes, and 1 of that item will be removed from your inventory.

PLEASE NOTE that items may only be discarded one at a time. Also note that some items may not be discarded at all, and thus do not offer you this option when selected.

Tactics

This tab allows you to configure the party's walk order, battle formation and S-Breaks.

Character Position
The line of characters depicted here represents the line order of the characters in your party as you walk around on the main game screen. To exchange two characters, simply select the first, then the second; the two will immediately switch places.

Battle Position
The 7x5 grid depicted here represents the basic formation your characters will take upon first engaging enemies in battle. To change any character's position, simply move the cursor to the space occupied by that character and press the ⊗ button, then move the cursor to the desired location and press the ⊗ button again. Note that the lower-left edge of this grid represents the direction from which enemies will be advancing, so it's likely best to ensure that long-range attackers and lightly-defended characters occupy positions closer to the opposite edge.

Set S-Break
Each character may choose one S-Craft to set as his/her "S-Break." In the event that more than one S-Craft is available for this purpose, this option will help you pick the one you'd like to use. Simply highlight the currently-set S-Break for any character and press the ⊗ button, then choose the desired S-Craft from the resulting list. For more information on using S-Breaks, please see page 36.

Option

This tab allows you to alter various game environment settings.

Use the up button or down button to highlight the desired setting, then press the right button or left button to make adjustments as needed.

Status [Visible/Invisible]
Determines whether or not status information will always display on the main game screen.

Mini Map [Fixed north/Rotate/Invisible]
Determines if the mini-map will display during gameplay, and whether it will remain stationary or rotate with the camera.

Camera [Free rotation/45 degree/Reverse free/Reverse 45 deg.]
Determines the specific function and level of exactitude employed during camera rotation via the L button or R button.

Battle Voice [On/Off]
Determines whether or not voice-acted lines of dialogue will play during battle scenes.

Retry Offset [Off/On]
Determines whether or not enemies will grow weaker each time a battle is retried. If you find yourself unable to survive a particular battle, please feel free to utilize this functionality.

BGM Volume
Indicates the relative volume of background music during gameplay.

SE Volume
Indicates the relative volume of sound effects during gameplay.

Files

This tab allows you to save your gameplay session, load or erase a previously-saved gameplay session, or return to the game's title screen. If you select SAVE, LOAD or ERASE, a list of previously-saved gameplay sessions and/or available empty Game Data slots will be displayed.

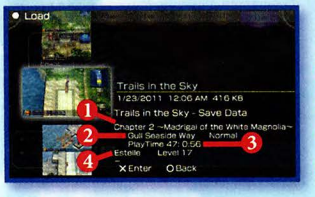
Menu Options:

SAVE
Record your current gameplay session to an available storage medium, to be resumed at a later time.

LOAD
Resume a previously-saved gameplay session.

ERASE
Erase a previously-saved gameplay session from the current storage medium.

TITLE
End the current gameplay session and return to the game's title screen.



Game Data Details:

1. Chapter number and title
2. Save location
3. Total play-time thus far
4. Party members and levels

Saving Game Data
Select "SAVE" from the menu, then choose an open slot on the storage medium and press the ⊗ button. If Game Data already exists in that slot, you will be asked whether or not you wish to overwrite the existing data.

Loading Game Data
Select "LOAD" from the menu, then choose the Game Data file you wish to load and press the ⊗ button.

Erasing Game Data
Select "ERASE" from the menu, then choose the Game Data file you wish to erase and press the ⊗ button.

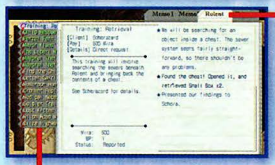
Returning to the Title Screen
Select "TITLE" from the menu, then answer "Yes" when asked if you're certain you wish to return to the game's title screen.

During the early stages of the game, your main characters Estelle and Joshua will come into possession of a "Bracer Notebook," a "Recipe Book" and a "Monster Guide." Each of these notebooks is automatically updated as bracer tasks are acquired or advanced, new recipes are learned, or new monsters are encountered. These notebooks may be consulted by holding the △ button while pressing the left button, up button or right button, respectively. Alternatively, you may consult these notebooks by selecting them from the "Books" tab of the "Items" menu.

Bracer Notebook (△ button + left button)

Contains information on jobs acquired from the Bracer Guild bulletin boards, as well as pertinent notes both related to these jobs and related to being a bracer in general.

Memo Tabs
Contain a record of your current bracer standing, as well as magic lists and other information that may prove vital to your adventure.



Regional Tabs
Contain a record of important information pertaining to the jobs you've undertaken in the indicated regions of Liberl. Upon first acquiring the Bracer Notebook, only a "Rolent" tab exists, but as you continue your adventure and visit the Bracer Guilds in other lands, tabs will be created for those regions as well.

Job Tabs

No mark: Unfinished job – in progress
! mark: Completed job that has not yet been reported to the Bracer Guild
O mark: Completed job that HAS been properly reported to the Bracer Guild
mark: Failed job – time limit has passed without completion

Selecting a job from the job tabs on the left will alter the data displayed in the regional tab on the right accordingly, presenting you with the full job description, payment information, the client's name, etc. In addition, as work progresses toward the job's completion, a record of this progress will automatically be added to the regional tab, complete with relevant hints and a detailed account of the specific events that have occurred thus far.

Recipe Book (△ button + up button)

Eat and learn! This notebook contains information on how to prepare the various foods you've eaten thus far on your adventure.

To make food, you must have a "recipe" and "ingredients."
Recipe: Learned by eating food at inns or restaurants, or by using food items.
Ingredients: Obtained through purchase, or taken from monsters.

In addition, there exist both "sit-down" and "to-go" meals.
Sit-Down: Food eaten together with friends. Has an immediate effect on the entire party.
To-Go: Food obtained as an item and taken with you for use at your leisure.

Recipe List
White – You know how to make this food, and you have all the ingredients.
Gray – You can't make this food, or you're missing some ingredients.

Liberl Omelet
Milled Flour 2 / 65
Fresh Eggs 3 / 4
Hardened Steak 1 / 0
[Sit-Down/Heals HP for all]
A traditional golden omelet made of countless fresh eggs.

Ingredients
Lists the ingredients needed to make the food, as well as the amount of each ingredient required. This information is formatted as follows: [Amount needed] / [Amount on hand]. If you do not have enough of a particular ingredient on hand, the entire line will be written in red.

Description of Food Item
Indicates whether the food item is a sit-down or to-go meal, as well as the effect it has on those who eat it.

Making a Meal

1. Select the recipe from your Recipe Book for the food item you wish to make.
2. Select the number of that food item you wish to make and choose "OK." The food item will then be made on the spot. If it's a sit-down meal, its effects will immediately be applied to every member of your party. If it's a to-go meal, that item will be added to your inventory in the quantity you specified.

Monster Guide (△ button + right button)

Contains information on all the monsters you've fought thus far during your adventure.

Table of Contents (sorted by region)
A full listing of monsters fought in the specified region. You may cycle through the different regions of Liberl by pressing the left button or right button, or alternately by pressing the L button or R button.

Viewing Monster Information
Selecting a monster from the table of contents and pressing the ✕ button will yield detailed information on that monster. If you wish to browse through the pages of the Monster Guide without returning to the table of contents, you may press the left button or right button on this screen (or the L button or R button, if you'd prefer).

The level of detail in these informational pages varies based on which of the following three conditions are true:

- Monster has been encountered
- Monster has been defeated
- Monster has been defeated by a party member equipped with the "Information" quartz

Battle Basics

Engaging Enemies
Touching a monster or enemy character while moving around the game world will trigger the start of battle.

Flow of Battle
Once battle begins, all player characters and all enemy characters will take turns entering commands until one side or the other has been completely wiped out. The order in which combat commands are entered is determined by the SPD (speed) attribute of each participant. In the end, if all enemy characters are defeated while at least one player character remains alive, then you've won the battle. If all player characters are defeated, however, it's Game Over. For more information on combat outcomes, please see page 39.

Commands
As each of your characters' turns come around, he/she will be prompted to perform an action from the following list. For more information on the functionality of these actions, please refer to the page number indicated.

Attack → page 35
Craft → page 35
Move → page 35
Item → page 36
Art → page 35
Run → page 36

Choosing a Target
After selecting a battle command for one of your characters, you'll be prompted to choose a target for that command (when applicable). Some commands target specific enemies or allies, while others target a specific ground location or area of effect. For more information, please see page 37.

S-Break

Under certain conditions, one of your characters may be able to instantly perform an S-Craft technique, "butting in line" to insert himself/herself into the very next spot on the turn order list regardless of his/her SPD (speed) attribute. This is called an "S-Break." For more information, please see page 36.

Gaining the Upper Hand

Depending on how you initially come into contact with an enemy during the main game, you may enter battle with a tactical advantage or disadvantage. If you manage to sneak around behind the enemy and touch it from the back, you will take the upper hand at the start of combat; if, instead, the enemy manages to sneak up on you and touch one of your party members' backs, the enemy will take the upper hand.

↑ **Advantageous**
(Sneak up from behind)

↑ **Disadvantageous**
(Party is taken by surprise)

In addition, please be aware that on the main game screen, prior to entering combat, enemies are less visible to you the farther away they are. As you draw nearer an enemy, it will come into focus, and as you distance yourself from it, it will begin to disappear.

Other Pertinent Information

- Viewing Monster Details → page 36
- Status Effects → page 38

Don't forget to set up a useful battle formation!

The starting locations of your party members upon first entering combat can sometimes spell the difference between victory and defeat—so make certain you take the time to adjust them whenever any changes are made to your party makeup! For more information on setting battle formations, please see "Battle Position" on page 25.

Battle Screen

The battlefield for all combat in this game consists of a patch of land occupying a 17x17 grid. Although the action is shown in an isometric perspective by default, the camera may be freely rotated via the L button or R button during the command entry phase of combat. While actions are occurring, however, the camera will be locked in place.

1 Character Statuses:

Break Button
When conditions are right, you may press the △ button + one of the directional buttons to activate a character's S-Break, boosting that character's assigned S-Craft technique into the very next spot on the turn order list (see page 36 for more information). The directional button used in this combination determines which character's S-Break to employ, as per the following chart:

Character:	1	2	3	4
△ button +	Left	Up	Right	Down

Face Portrait
The character's expression will change along with his/her health.

CP Gauge
Increases whenever damage is dealt or taken. Max is 200.

2 AT Bar

Short for "attack turn," the AT bar determines the turn order for all combat participants – both player characters and enemies. The participant shown on top is currently active, the one immediately below him/her is next in line, etc. If an "A" is depicted on the icon, that participant is currently preparing to use arts, and if a "C" is depicted on the icon, that participant is currently preparing to use crafts. The border color of the icon indicates the participant's relationship to you: a red border indicates an enemy or attack target, and a blue border indicates a friend or healing target.

3 AT Bonuses

During each battle, bonus effects are randomly attached to certain combat turns on the AT bar. When the corresponding turn comes around, the participant set for that turn (be it player OR enemy) will receive the bonus indicated. When the order of characters on the AT bar is modified by an art or S-Break, however, the AT bonuses remain unmoved, making it possible to cast or break your way onto the bar and steal an enemy's bonus.

Possible AT bonuses are as follows:

HP HEAL - 10% or 50% of HP is recovered.

EP HEAL - 10% or 50% of EP is recovered.

CP UP - CP is raised by 10% or 50%.

STR UP - Damage dealt by attacks or magic this turn is increased by 10% or 50%.

CRITICAL - Power of attack, magic or healing is 1.5x normal this turn.

SEPITH UP - Additional sepith (see page 45) is taken from combat targets this turn.

Guest Characters

Occasionally, a non-playable character will accompany you along your way for a short period of time. When this happens, that character's name and status will appear on the top-left corner of the screen. When his/her turn comes up on the AT bar, he/she will move and act automatically – player input is not possible.

PLEASE NOTE that if a guest character's HP drops to 0, a Game Over will be triggered instantly, whether or not the rest of the party is still alive. As such, it is recommended that you take great care to keep your guest characters healthy via healing items or arts. Once battle ends, all guest characters will fully recover their HP, so the biggest concern is ensuring that all guest characters survive every battle to the end.

Battle Commands (Expanded)

Attack

Commences a regular attack. After selecting this command, you will be prompted to choose a target. As long as the chosen target is close enough, your character will automatically walk over to that target and attack. If the chosen target is farther away than the character's MOV (movement) attribute + weapon range, your character will simply walk as close to it as his/her MOV will allow, and the turn will end without damage being dealt.

Move

Moves your character to a specified location on the battle map. After selecting this command, you will be prompted to choose a destination on the grid. Your character will then walk there, and his/her turn will end – however, since no action was taken, that character's next turn will come by much more quickly than it otherwise would have.

Art

Instructs your character to begin the process of casting magic via arts. After selecting this command, you will be prompted to choose an art, then choose a target (be it friend, enemy or area of effect). All arts require time to cast, so your character's turn will end at this point, and the art will be cast during his/her next turn on the AT bar. You will be able to confirm where this turn will fall prior to finalizing the spell-cast, so it is recommended you pay careful attention to the AT bar (and AT bonuses) before choosing your spell target.

Craft (S-Craft)

Instructs your character to use a craft or S-Craft. After selecting this command, you will be prompted to choose a target (be it friend, enemy or area of effect).

Crafts

- Unique abilities each character can use. As your characters gain in level, they will learn new crafts. In order for one of your characters to execute a craft, he/she must have an adequate amount of CP (craft points) available. CP is gained both by dealing damage and by taking it.

S-Crafts

- The strongest, most intense crafts available. When a character uses an S-Craft, ALL of his/her CP will be drained. S-Crafts may only be used when a character's CP surpasses 100, and are significantly more powerful if used when that character's CP reaches its max of 200.

Item
Instructs your character to use a healing, food or other item. After selecting this command, you will be prompted to choose an item, then to choose a target for that item's effects (when applicable). Unlike arts, the effects of items are instantaneous.

Run
Instructs your characters to retreat from battle. After selecting this command, you will be asked to confirm whether or not you really wish to run. Even if you select "Yes" and flee successfully, please note that the enemy will continue to wander the map, and may try to attack you again. It is recommended you distance yourself from the enemy as soon as possible after running from battle.

S-Break
Instructs the selected character to utilize a chosen S-Craft technique immediately, disregarding his/her turn on the AT bar. Whenever a character's CP surpasses 100, his/her "Break Button" will begin to glow, indicating that he/she is eligible to use an S-Break at your leisure.

Activating S-Breaks

- There are two ways to activate a character's S-Break. One method is to press the ✕ button after highlighting that character via the left button or right button. The other is to use the specific △ button combination for that character: △ button + left button for the first, △ button + up button for the second, △ button + right button for the third and △ button + down button for the fourth character in your party. Once the S-Break has been selected, you will be prompted to choose a target for the corresponding S-Craft (be it a friend, enemy or area of effect), after which point all of the S-Break character's CP will be drained, and the S-Craft will be executed.

Please refer to "Set S-Break" on page 25 for more information on using S-Breaks.

Monster Information
When selecting an enemy target for an attack, art or craft, you may elect to press and hold the ■ button to view detailed information about that enemy, as well as place an HP bar beneath every battle participant (for easy reference at a glance).

- HP: Monster's current HP and max HP
- Cond: Monster's current status ailments (poisoned, petrified, etc.)
- Elemental Efficacy (%): Effectiveness of elemental attacks or arts (Earth, Water, Fire, Wind), with a 100% value being roughly equivalent to a normal, non-elemental attack (maximum value is 200%). The farther right this gauge stretches, the more effective an attack of the corresponding elemental will be – the shorter it is, the less effective such an attack will be.

Area of Effect & Effect Type

Certain effects are centered around a selected battle participant (or participants), while others are centered around a selected plot of land on the battle grid. In some cases, a circle is used to indicate the area of effect, with gradation animated to clearly identify the epicenter and range of the intended target area. Other effects project out from the caster in a large, thick straight line.
If the attack, art or craft is an offensive technique, its effect boundaries will be displayed in yellow. If it's a recovery technique, its effect boundaries will be displayed in blue.

In general, these are the effect types present during battle:

Self
Only the caster him/herself is affected.

Single Target
Only one single friendly or enemy target of the player's choosing is affected.

Area of Effect (Circle, Line)
All enemies standing within a carefully determined circle or thick line are affected. The method in which the scope of this circle or line is decided varies, but tends to fall into one of the following patterns:

1. **Determined by caster's position**
   The attack/art/craft will affect all viable targets inside a circle, with the caster/attacker at its center.
2. **Determined by target's position**
   The attack/art/craft will affect all viable targets inside a circle, with the target at its center. Alternatively, it may affect all viable targets along a line traced between the attacker/caster and the target.
3. **Determined by selected field location**
   The attack/art/craft will affect all viable targets inside a circle that's centered on a field location of your choice. Alternatively, it will affect all viable targets along a line traced between the attacker/caster and a field location of your choice.

↑ Circle determined by field location

↑ Line determined by enemy target

All Targets
All friendly or enemy targets on the battlefield are affected.

Status Effects

Whenever a helpful support art – or not-so-helpful status altering attack – is used on a party member, he/she may become affected by one of the status effects indicated below. If this occurs, the icon corresponding to the status effect will be displayed right above that character's HP bar.

Icon	Name	Effect Description	Wears Off	Curable
	Poison	Receive damage after each turn	yes	yes
	Seal	Cannot attack or use crafts/S-Crafts	yes	yes
	Freeze	Miss turn + damage after turn	yes	yes
	Petrify	Miss turn + if attacked, K.O.	NO	yes
	Sleep	Miss turn + if attacked, wake up	yes	yes
	Faint	Miss turn	yes	yes
	Mute	Cannot use arts	yes	yes
	Confuse	Uncontrollably attack enemies + allies	yes	yes
	Blind	DEX & AGL down	yes	yes
	Rage	Focus attacks on provoker	yes	yes
	Immune	All damage ineffective, one time only	NO	NO
MOV	MOV↑	Range of movement increases	yes	NO
AGL	AGL↑	Agility up	yes	NO
STR	STR↑/↓	Physical attacks up/down	yes	NO
DEF	DEF↑/↓	Physical defense up/down	yes	NO
SPD	SPD↑/↓	Speed up/down	yes	NO
	K.O.	HP is 0; character is knocked out	NO	yes

Combat Outcomes

If all enemies are defeated, a battle victory screen will be displayed. On this screen, set amounts of EXP (experience points) will be awarded to each surviving player character, and the party as a whole will receive a set amount of sepith (as well as an occasional item reward or two). If any characters received enough EXP from this battle to level-up, those characters will also have their EXP levels increased by 1.

PLEASE NOTE, however, that characters who did not survive the battle (K.O. status) will not gain any EXP at all from the proceedings.

Game Over

If the HP of ALL player characters drops to 0, or if the HP of ANY guest character drops to 0 (regardless of party member HP), the game will end, and a screen similar to the one pictured here will be displayed.

Retry
Select this option to retry the battle. If Retry Offset is enabled (see page 26), the difficulty level of the battle will be reduced each time this option is selected.

Title Screen
Select this option to quit and return to the game's title screen. Any unsaved progress will be lost, so please be certain of your decision!

When speaking with a shopkeeper, you'll be presented with a list of options. To avail yourself of the shopkeeper's services, select "Shop," "Modify/Exchange," or any other similar option related to the desired service.

Currency Exchange (Sepith for Mira)

1. Select the "Trade" command from the shop menu. A list will be displayed of all sepith crystals currently in your possession. For more information on sepith, please see page 45.
2. Select the variety of sepith you wish to exchange. A window will pop up asking you to input the amount you wish to trade (see below). Enter the desired number of crystals to exchange for currency, and press the ⊗ button when done. This amount will be added to the total at the bottom of the menu, and you'll be able to select other varieties of sepith for further trading if you wish.
3. When you've finished picking out which sepith to exchange, you may select the "Trade sepith" option at the bottom of the menu. Answer "Yes" when asked if you're certain you wish to trade, and the transaction will be finalized.

Sepith Rate
This number lets you know how much mira you will receive for each sepith crystal you trade in. The sepith rate varies from region to region.

← Sepith varieties, amount on hand, and current exchange rate

PLEASE NOTE that all sepith-to-mira transactions are final. Once an exchange is finished, your sepith cannot be refunded. As such, if too much sepith is traded in, you may find yourself unable to open slots on your orbment or create quartz when needed. So please do stay smart, and take care not to wastefully trade away all your sepith!

Number Entry
This window will display whenever you're asked to specify a number or amount, such as when exchanging sepith for mira.

Left button/Right button: Select a digit to modify.
Up button/Down button: Increase or decrease the selected digit.

When the desired amount has been input, you may press the ⊗ button to accept.

Armories & General Stores

When you're looking to buy general goods, ingredients, food, items, weapons, armor or anything else of the sort, you'll likely be visiting either an armory or a general store to get what you need. These types of stores allow for both buying and selling, and the usual menu structure for each of these transactions is virtually the same.

Purchasing Items

1. Select "Buy" from the shop menu to view a list of available merchandise.
2. Select the item you wish to purchase. While browsing, highlighting a weapon or piece of armor will allow you to confirm any status changes your party members will experience should they purchase and equip that item; and highlighting an ingredient will bring up a list of food items which require that ingredient.
3. Select the amount of the desired item you wish to purchase. When asked to confirm, answer "Yes," and the transaction will be finalized.

Selling Items

1. Select "Sell" from the shop menu to view a list of items your party currently has on hand.
2. Select the item you wish to sell. PLEASE NOTE that items equipped on party members WILL NOT be included in your list of salable goods. Also note that, as when browsing your inventory, you may use the right arrow and left arrow to sort your salable goods by type, making it easier to find the specific item you're looking for.
3. Select the amount of the desired item you wish to sell. When asked to confirm, answer "Yes," and the transaction will be finalized.

Orbal Factories

Orbal factories allow you to use sepith crystals to open slots on your characters' orbments or create various quartz.

Opening slots **Creating quartz**

Opening Slots

1. Select "Slot" from the shop menu. A character selection screen will be displayed.
2. Choose the character whose orbment slots you wish to modify. A detailed listing of the slots will be displayed, along with a visual representation of that character's orbment.
3. Select an "Openable" slot from the list. When the slot is highlighted, you'll be able to confirm how much sepith is required to open this slot. Press the ⊗ button if you wish to proceed.

Creating Quartz

1. Select "Quartz" from the shop menu. A list of available quartz will be displayed.
2. Choose the quartz you wish to create. Detailed information on the quartz's function, as well as an indication of the sepith required to create it, will be displayed.
3. Press the ⊗ button if you wish to proceed, and answer "Yes" when asked if you're certain.

PLEASE NOTE that any attempts to open a slot or create a quartz without enough sepith to do the job will result in failure.

Bracer Guilds

These buildings serve as the regional headquarters for all bracers. Inside, you may examine and accept bracer quests, as well as file reports for successfully-completed jobs. Whenever your characters finish a bracer quest, it is always recommended that you return to the nearest Bracer Guild at your earliest convenience in order to report on your success and check the board for any new requests that have been submitted in the interim.

Checking For Work

1. Examining the bulletin board at the center of each guild will allow you to confirm all tasks that are presently available, as well as any that may already be in progress.
2. Selecting the name/title of a bracer quest will show you all its details. Once you've done this, that request is automatically added to your Bracer Notebook for future reference.

PLEASE NOTE that the time limit for a job can be approximated by its "term length," which is indicated next to its name on this board. "S" = short, "M" = medium, and "L" = long. Jobs marked with an "S" on the bulletin board should be completed as soon as possible, as the window of opportunity to do so is very small!

Reporting a Job Well Done

1. When speaking with the receptionist at any Bracer Guild, you may select "Report" to inform him/her of all the tasks you've completed thus far.
2. As you complete bracer quests, you'll receive BP (bracer points), which contribute toward raising your rank and bracer status. You'll also receive monetary rewards for each successfully-completed task, and may be given a bonus item as well. The exact amount and quality of your reward will depend on the speed, efficiency and thoroughness of your work.

Pubs & Restaurants

If you're in need of a hearty meal, why not stop in at the nearest pub or restaurant for a bite to eat?

Ordering the Special

At restaurants, the shop menu typically contains a food item written alongside its price in mira. This is the house special for that restaurant, and may be eaten as a "sit-down" meal (see page 29) for the price indicated. If this is your first time ordering that particular item, it will also be added to your Recipe Book.

Hotels & Inns

Every now and again, you just need to rest your weary bones. For a set price, you can fully recover your entire party's HP and EP by staying at a hotel or inn.

Staying the Night

1. Select "Rest" from the shop menu at the front desk...twice. (The first time opens a sub-menu, you see!)
2. You will be asked to confirm if you wish to spend the night. Answer "Yes" to do so.

General Information

- Setting quartz into an orbment allows you to use arts.
- The arts you can use will differ depending on the configuration of this quartz.
- Each quartz carries with it a boost to the associated party member's attributes.
- Quartz creation and slot opening services are offered at orbal factories, in exchange for set amounts of sepith.

Key Terminology

Orbment

A personal-use orbal device capable of a multitude of functions, all of which depend upon the exact configuration of the quartz slotted within them. Orbments are unique to each individual, and may be fully customized based on the elemental attributes of each slot, as well as the way in which these slots connect to form complete circuits (known as "lines").

Sepith

A septium fragment possessing properties of Earth, Water, Fire, Wind, Time, Space or Mirage. These fragments comprise the building blocks of quartz, and are generally acquired by defeating monsters in battle.

Quartz

A crystal made from septium fragments called "sepith." When placed into orbment slots, quartz can boost various attributes of that orbment's bearer. In addition, based on the configuration of quartz within an orbment, the bearer is granted magical abilities known as "orbal arts." Quartz may be crafted only by the professional artisans employed at orbal factories, and often require large amounts of sepith to be formed properly.

Slot
A hole in an orbment designed for quartz. Some slots have an elemental affinity, and only quartz with the same affinity may be set within them. Although every orbment has six slots available, only the center slot is open at first – the rest must be opened at an orbal factory, which requires ample amounts of sepith. The more slots open in a character's orbment, however, the more EP that character has available.

Orbal Art
Magical effects brought about by orbments. The arts available to any given character are determined by the quartz configurations within his/her orbment.

Elemental
There are seven different varieties of sepith, quartz and art, each with its own unique characteristics:

Elemental	Color	Characteristics
Earth	Brown	Physical damage, defense, etc.
Water	Blue	Recovery, cold attacks, etc.
Fire	Red	Offense, flame attacks, etc.
Wind	Green	Evasion, gale attacks, etc.
Time	Black	Action speed, art speed, etc.
Space	Gold	Movement, effect range, etc.
Mirage	Silver	Perception, awareness, etc.

EP (Energy Points)
Energy stored in orbments, required to perform orbal arts. The amount of EP available to an orbment's bearer is generally equivalent to the number of open slots in that orbment, but some people are also more naturally "attuned" to this energy than others. EP that's been spent can be recovered with a good night's sleep, or by using any of a number of restorative items.

Let's Make Some Art!

The better you understand the configuration of quartz within an orbment (and its relation to orbal arts), the more fun this game is likely to be for you. That said... let's make some art, shall we?

Example: Granting Estelle the ability to use the "Fire Bolt EX" art.

1. Let's browse through the "Magic" section of "Memo1" in the Bracer Notebook, and try to find out which elementals are needed to cast Fire Bolt EX.

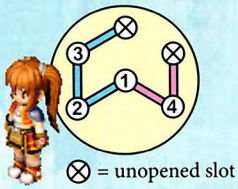
F = Fire W = Wind S = Space

2. Now, let's browse the "Quartz" section of "Memo1" to find out what combination of quartz will meet these requirements.

The total elemental values match!

3. Perfect! So, let's confirm which slots are open on each of Estelle's two lines, and see if we can pull this off.

Beginning from the middle slot of a character's orbment, you can follow a set path outward across open slots along the orbment's edge, eventually ending after tracing through anywhere from one to six slots. This is known as a line, and lines may be visually confirmed via the Orbment tab in the Camp Menu (see page 21). In the image on the right, you can see that there are two lines of open quartz slots available to Estelle: 1→2→3 and 1→4. Elemental totals available to the orbment's bearer are calculated based on these lines.



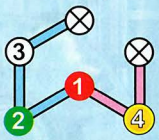
⊗ = unopened slot

4. Lookin' good! Now, let's get those quartz set! If the three quartz noted in step 2 are all placed on the same line, Estelle will be able to use Fire Bolt EX!

Good Example

The necessary quartz are all set on the same line.

Bad Example



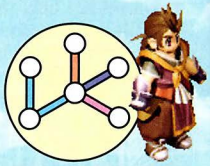
The necessary quartz are spread out between each of Estelle's two lines.

- The arts each character can use are determined by the elemental totals of the quartz on each line.
- For the sake of using high-end arts, it is highly recommended that each character open all slots on his/her orbment as soon as possible.
- Lines differ from orbment to orbment, and characters with high magic proficiency tend to have longer lines available to them.
- Lists of orbal arts and quartz can be referenced on the "Memo1" tab of the Bracer Notebook in-game. Please see page 28 for more information.

Some examples of other characters' lines:

Kloe
All of Kloe's slots are connected on a single line, allowing her to chain large numbers of quartz together and use much more advanced arts than many other characters.

Zane
Zane's slots are split up into four smaller lines, disallowing all but the simplest of quartz chains and thus restricting him from using any high-end arts.



PLEASE NOTE that if you do not have enough slots open for a desired quartz combination, you may visit an orbal factory to have new slots opened (assuming you have enough sepith for the task). For more information, please see "Orbal Factories" on page 42.

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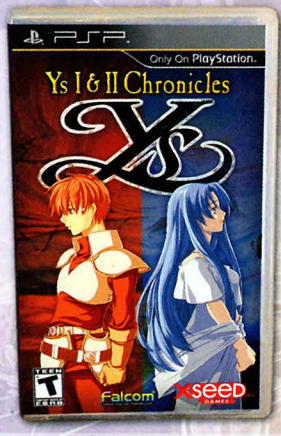

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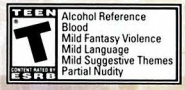

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Mild Language
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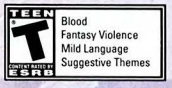

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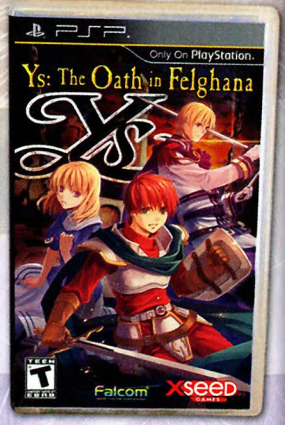
Fantasy Violence
Mild Language
Suggestive Themes



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